Đã bắt đầu vào lúc	Thứ hai, 26 Tháng chín 2022, 4:41 PM
Tình trạng	Đã hoàn thành
Hoàn thành vào lúc	Thứ ba, 4 Tháng mười 2022, 12:03 PM
Thời gian thực hiện	7 ngày 19 giờ
Điểm	11,00/11,00
Điểm	**10,00** của 10,00 (**100**%)

Câu hỏi 1

Chính xác

Điểm 1,00 của 1,00

In the coordinate plane, we have class Point to store a point with it's x-y coordinate.

Your task in this exercise is to implement functions marked with /* * STUDENT ANSWER   */.

Note: For exercises in Week 1, we have #include <bits/stdc++.h> and using namespace std;

For example:

Test	Result
Point A(2, 3); cout << A.getX() << " " << A.getY();	2 3
Point A(2, 3); Point B(1, 1); cout << pow(A.distanceToPoint(B), 2);	5

Answer: (penalty regime: 0 %)

Reset answer

```
1   class Point
2   {
3   private:
4       double x, y;
5
6   public:
7       Point()
8       {
9           /*
10           * STUDENT ANSWER
11           * TODO: set zero x-y coordinate
12           */
13      this->x = 0;
14      this->y = 0;
15      }
16
17      Point(double x, double y)
18      {
19          /*
20           * STUDENT ANSWER
21           */
22      this->x = x;
23      this->y = y;
24      }
25
26      void setX(double x)
27      {
28          /*
29           * STUDENT ANSWER
30           */
31      this->x = x;
32      }
33
34      void setY(double y)
35      {
36          /*
37           * STUDENT ANSWER
```

	Test	Expected	Got	
✔	`Point A(2, 3);` `cout << A.getX() << " " << A.getY();`	2 3	2 3	✔

✔	`Point A(2, 3);`
	`Point B(1, 1);`
	`cout << pow(A.distanceToPoint(B), 2);`
		5	5	✔

Passed all tests! ✔

Chính xác

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 2

Chính xác

Điểm 1,00 của 1,00

In the coordinate plane, a circle is defined by center and radius.

Your task in this exercise is to implement functions marked with /* * STUDENT ANSWER */.

Note: you can use implemented class Point in *previous question*

For example:

Test	Result
Circle A; A.printCircle();	Center: {0.00, 0.00} and Radius 0.00

Answer: (penalty regime: 0 %)

Reset answer

```cpp
class Point
{
private:
    double x, y;

public:
    Point()
    {
        /*
         * STUDENT ANSWER
         * TODO: set zero x-y coordinate
         */
        this->x = 0;
        this->y = 0;
    }

    Point(double x, double y)
    {
        /*
         * STUDENT ANSWER
         */
        this->x = x;
        this->y = y;
    }

    void setX(double x)
    {
        /*
         * STUDENT ANSWER
         */
        this->x = x;
    }

    void setY(double y)
    {
        /*
```

	Test	Expected	Got	
✓	Circle A; A.printCircle();	Center: {0.00, 0.00} and Radius 0.00	Center: {0.00, 0.00} and Radius 0.00	✓

Passed all tests! ✔

Chính xác

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 3

Chính xác

Điểm 1,00 của 1,00

In this exercise, you can use implemented functions in *previous question* (if needed) and implement these following functions.

```
bool containsPoint(const Point point){}
```

```
bool containsTriangle(const Point pointA, const Point pointB, const Point pointC){}
```

For example:

Test	Result
Point point0(0, 2); Point point1(1, 2); Circle A = Circle(point0, 2); cout << A.containsPoint(point1);	1
Point point0(0, 0); Point point1(1, 0), point2(-1, 0), point3(0, 3); Circle A = Circle(point0, 3); cout << A.containsTriangle(point1, point2, point3);	0

Answer: (penalty regime: 0 %)

Reset answer

```
1   class Point
2   {
3   private:
4       double x, y;
5
6   public:
7       Point()
8       {
9           /*
10           * STUDENT ANSWER
11           * TODO: set zero x-y coordinate
12           */
13          this->x = 0;
14          this->y = 0;
15       }
16
17       Point(double x, double y)
18       {
19           /*
20           * STUDENT ANSWER
21           */
22          this->x = x;
23          this->y = y;
24       }
25
26       void setX(double x)
27       {
28           /*
29           * STUDENT ANSWER
30           */
31          this->x = x;
32       }
33
34       void setY(double y)
35       {
```

```
36 ▾|            /*
37
```

	Test	Expected	Got	

✔	`Point point0(0, 2);`
	`Point point1(1, 2);`
	`Circle A = Circle(point0, 2);`
	`cout << A.containsPoint(point1);`
		1	1	✔

✔	`Point point0(0, 0);`
	`Point point1(1, 0), point2(-1, 0), point3(0, 3);`
	`Circle A = Circle(point0, 3);`
	`cout << A.containsTriangle(point1, point2, point3);`
		0	0	✔

Passed all tests! ✔

(Chính xác)

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 4

Chính xác

Điểm 1,00 của 1,00

In this exercise, you can use implemented functions in *previous question* (if needed) and implement these following functions.

1. Overload operator =
2. Overload operator == (The two circles are equal if they have the same center and radius)
3. Overload operator >> (stdin center.x, center.y, radius in order)

For example:

Test	Input	Result
Point pointO(0, 0); Circle A = Circle(pointO, 3); Circle B; B = A; cout << (B == A);		1
Circle A; cin >> A; A.printCircle();	2 3.5 2	Center: {2.00, 3.50} and Radius 2.00

Answer: (penalty regime: 0 %)

Reset answer

```cpp
1   class Point
2   {
3   private:
4       double x, y;
5
6   public:
7       Point()
8       {
9           /*
10           * STUDENT ANSWER
11           * TODO: set zero x-y coordinate
12           */
13       this->x = 0;
14       this->y = 0;
15       }
16
17       Point(double x, double y)
18       {
19           /*
20           * STUDENT ANSWER
21           */
22       this->x = x;
23       this->y = y;
24       }
25
26       void setX(double x)
27       {
28           /*
29           * STUDENT ANSWER
30           */
31       this->x = x;
32       }
33
34       void setY(double y)
35       {
36           /*
37
```

	Test	Input	Expected	Got	
✔	Point pointO(0, 0); Circle A = Circle(pointO, 3); Circle B; B = A; cout << (B == A);		1	1	✔
✔	Circle A; cin >> A; A.printCircle();	2 3.5 2	Center: {2.00, 3.50} and Radius 2.00	Center: {2.00, 3.50} and Radius 2.00	✔

Passed all tests! ✔

Chính xác

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 5

Chính xác

Điểm 1,00 của 1,00

In a game, we have class `Character` to store characters' data.
The class `Character` is declared as below:

```
class Character {
protected:
    int hp;
    int x;
    int y;
public:
    // Constructor: set the values of x and y and hp to 0
    Character();

    // Constructor: set the values of hp, x and y to each parameter
    Character(int hp, int x, int y);

    // Set and get hp
    int getHp();
    void setHp(int hp);

    // Set and get x
    int getX();
    void setX(int x);

    // Set and get y
    int getY();
    void setY(int y);

    // Get Manhattan distance to other character
    int getManhattanDistTo(Character* other);
};
```

Your task is to define the constructors and the methods of the class.

Note:

In this task, `iostream` library has been included, and `namespace std` is being used. No other libraries are allowed.

For example:

Test	Result
`Character ch1(100, 3, 6);` `cout << ch1.getHp() << " " << ch1.getX() << " " << ch1.getY();`	100 3 6

Answer: (penalty regime: 0 %)

Reset answer

```
 1  Character::Character() {
 2      // STUDENT ANSWER
 3      hp = 0;
 4      x = 0;
 5      y = 0;
 6  }
 7
 8  Character::Character(int hp, int x, int y) {
 9      // STUDENT ANSWER
10      this->hp = hp;
11      this->x = x;
12      this->y = y;
13  }
14
```

```
15 │ int Character::getHp() {
16 │     // STUDENT ANSWER
17 │     return hp;
18 │ }
19 │
20 │ void Character::setHp(int hp) {
21 │     // STUDENT ANSWER
22 │     this->hp = hp;
```

	Test	Expected	Got	
✔	`Character ch1(100, 3, 6);` `cout << ch1.getHp() << " " << ch1.getX() << " " << ch1.getY();`	100 3 6	100 3 6	✔
✔	`Character ch2;` `cout << ch2.getHp() << " " << ch2.getX() << " " << ch2.getY();`	0 0 0	0 0 0	✔

✔	`Character* ch31 = new Character(100, 1, 2);`
	`Character* ch32 = new Character(100, -3, 4);`
	`cout << ch31->getManhattanDistTo(ch32);`
	`delete ch31;`
	`delete ch32;`
		6	6	✔

✔	`Character ch4;`
	`ch4.setX(4);`
	`cout << ch4.getX();`
		4	4	✔

✔	`Character ch5;`
	`ch5.setY(5);`
	`cout << ch5.getY();`
		5	5	✔

✔	`Character ch6;`
	`ch6.setHp(6);`
	`cout << ch6.getHp();`
		6	6	✔

Passed all tests! ✔

(Chính xác)

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 6

Chính xác

Điểm 1,00 của 1,00

In a game, we have class `Character` to store characters' data.

The class `Character` is declared as below:

```
class Character {
protected:
    int hp;
    int x;
    int y;
public:
    Character();
    Character(int hp, int x, int y);
    int getHp();
    void setHp(int hp);
    int getX();
    void setX(int x);
    int getY();
    void setY(int y);
    int getManhattanDistTo(Character* other);

    // Operator =: copy all data from Character other
    void operator=(const Character& other);

    // Operator <: Character a < Character b when a's hp is less than or equal b's hp
    bool operator<(const Character& other);

    // Operator () with zero parameters: print data of the instance with format: hp-x-y
    void operator()();
};
```

Your task is to overload these following operators: `=`, `<` and `()`. Their functions are described above.

Note:

In this task, `iostream` library has been included, and `namespace std` is being used. No other libraries are allowed.

For example:

Test	Result
`Character ch1(100, 3, 6);` `ch1();`	100-3-6

Answer: (penalty regime: 0 %)

Reset answer

```
 1
 2  // Copy all data from Character other
 3  // overloading operator "=" is a member function so that it can access all the private elements
 4  // abstract to "=", "+" is not a member function
 5  void Character::operator=(const Character& other) {
 6      // STUDENT ANSWER
 7      this->x = other.x;
 8      this->y = other.y;
 9      this->hp = other.hp;
10  }
11
12  // Character a < Character b when a's hp is less than or equal b's hp
13  bool Character::operator<(const Character& other) {
14      // STUDENT ANSWER
15      return (this->hp <= other.hp);
16  }
```

```
17
18    // Print data of the instance with format: hp-x-y
19    void Character::operator()() {
20        // STUDENT ANSWER
21        cout << this->getHp() <<"-"<<this->getX()<<"-"<<this->getY();
22    }
```

	Test	Expected	Got	
✔	`Character ch1(100, 3, 6);` `ch1();`	100-3-6	100-3-6	✔

✔	`Character ch21(10, 20, 30);`
	`Character ch22(5, 5, 6);`
	`cout << ((ch21 < ch22) ? "true" : "false");`
		false	false	✔

✔	`Character ch31;`
	`Character ch32;`
	`cout << ((ch31 < ch32) ? "true" : "false");`
		true	true	✔

✔	`Character ch4;`
	`ch4();`
	`cout << "\n";`
	`ch4 = Character(5, 10, 20);`
	`ch4();`
		0-0-0
		5-10-20
			0-0-0
			5-10-20
				✔

✔	`Character(3, 4, 5)();` `cout << ((Character(3, 4, 5) < Character(3, 4, 5)) ? "true" : "false");`	3-4-5true	3-4-5true	✔

Passed all tests! ✔

(Chính xác)

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 7

Chính xác

Điểm 1,00 của 1,00

In a game, we have class `Character` to store characters' data.
The class `Character` is declared as below:

```
class Character {
private:
    int x;
    int y;
protected:
    int hp;
public:
    Character();
    Character(int hp, int x, int y);
    int getHp();
    void setHp(int hp);
    int getX();
    void setX(int x);
    int getY();
    void setY(int y);
    int getManhattanDistTo(Character* other);
    void operator()();
};
```

Your task is to define a new class Player which is a derived class of class Character. The requirements of the new class are listed below:

- Methods of base class `Character` cannot be accessed outside `Player` class using `Player` instances
  Example: `Player p1; p1.setX();` will raise errors when compiled.
- Player class has these methods and constructors:
  - Constructor `Player()`: acts just like `Character()`
  - Constructor `Player(int hp, int x, int y)`: acts just like `Character(hp, x, y)`
  - Method `void printPlayerData()`: prints data of the instance with format: `hp-x-y`
  - Method `void moveTo(int x, int y)`: sets the values of `x`, `y` to new values
- The mentioned constructors and methods can be accessed outside `Player` class.

Note:

In this task, `iostream` library has been included, and `namespace std` is being used. No other libraries are allowed.

For example:

Test	Result
`Player pl1(100, 3, 6);` `pl1.printPlayerData();`	`100-3-6`

Answer: (penalty regime: 0 %)

Reset answer

```
1  /*
2  Declare and define the derived class Player that satisfies:
3      - Methods of base class Character cannot be accessed outside Player class using Player instances.
4          Ex: Player pl; pl.setX(); will raise errors when compiled.
5      - Player class has these methods and constructors:
6          + Constructor Player(): acts just like Character()
7          + Constructor Player(int hp, int x, int y): acts just like Character(hp, x, y)
8          + Method void printPlayerData(): print data of the instance with format: hp-x-y
9          + Method void moveTo(int x, int y): set the values of x, y to new values
10     - The mentioned constructors and methods can be accessed outside Player class
11  */
12  class Player:private Character{
13  public:
```

```
14        Player() : Character(){};
15        Player(int hp, int x, int y): Character(hp,x,y){};
16
17 ▼      void printPlayerData(){
18            cout<<this->hp<<"-"<<this->getX()<<"-"<<this->getY();
19        }
20 ▼      void moveTo(int x, int y){
21            this->setX(x);
22            this->setY(y);
```

	Test	Expected	Got	
✔	`Player pl1(100, 3, 6);` `pl1.printPlayerData();`	100-3-6	100-3-6	✔
✔	`Player pl2;` `pl2.printPlayerData();`	0-0-0	0-0-0	✔

✔	`Player pl3(300, 1, 2);`
	`pl3.moveTo(3, 4);`
	`pl3.printPlayerData();`
		300-3-4	300-3-4	✔

✔	`Player pl4(300, 1, 2);`
	`const bool condition = (is_unambiguous_public_base_of<Character>(&pl4) == nullptr &&`
	`is_base_of<Character, Player>::value == true);`
	`assert(condition);`
				✔

✔	`Player pl5(300, 1, 2);`
	`pl5.moveTo(9, 7);`
	`pl5.printPlayerData();`
		300-9-7	300-9-7	✔

Passed all tests! ✔

Chính xác

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 8

Chính xác

Điểm 1,00 của 1,00

Hoang is a K19 student studying at Bach Khoa University. He plans to write a book management software for the library. In the class design, Hoang has designed the class Book as follows:

```
class Book
{
private:
    char* title;
    char* authors;
    int publishingYear;
public:
    // some method
}
```

Your task in this exercise is to implement functions marked with /* * STUDENT ANSWER */.

Note: For exercises in Week 2, we have #include <bits/stdc++.h> and using namespace std;

For example:

Test	Result
Book book1("Giai tich 1","Nguyen Dinh Huy",2000); book1.printBook();	Giai tich 1 Nguyen Dinh Huy 2000
Book book1("Giai tich 1","Nguyen Dinh Huy",2000); Book book2 = book1; book2.printBook();	Giai tich 1 Nguyen Dinh Huy 2000

Answer: (penalty regime: 0 %)

Reset answer

```
1   class Book
2   {
3   private:
4       char* title;
5       char* authors;
6       int publishingYear;
7
8   public:
9       Book()
10      {
11          /*
12           * STUDENT ANSWER
13           * TODO: set zero publishingYear and null pointer
14           */
15          title = nullptr;
16          authors = nullptr;
17          publishingYear = 0;
18      }
19
20      Book(const char* title, const char* authors, int publishingYear)
21      {
22          /*
23           * STUDENT ANSWER
24           */
25          this->title = new char[strlen(title)+1];
26          this->authors = new char[strlen(authors)+1];
27          int i = 0;
28          while(title[i]!='\0'){
29              this->title[i] = title[i];
30              i++;
```

```
31         }
32         this->title[i] = '\0';
33         i=0;
34         while(authors[i]!='\0'){
35             this->authors[i] = authors[i];
36             i++;
37         }
38         this->authors[i] = '\0';
39         this->publishingYear = publishingYear;
40     }
41
42     Book(const Book &book)
43     {
44         /*
45          * STUDENT ANSWER
46          * TODO: deep copy constructor
47          */
48         this->title = new char[strlen(book.title)+1];
49         this->authors = new char[strlen(book.authors)+1];
```

	Test	Expected	Got	
✔	Book book1("Giai tich 1","Nguyen Dinh Huy",2000); book1.printBook();	Giai tich 1 Nguyen Dinh Huy 2000	Giai tich 1 Nguyen Dinh Huy 2000	✔
✔	Book book1("Giai tich 1","Nguyen Dinh Huy",2000); Book book2 = book1; book2.printBook();	Giai tich 1 Nguyen Dinh Huy 2000	Giai tich 1 Nguyen Dinh Huy 2000	✔

Passed all tests! ✔

(Chính xác)

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 9

Chính xác

Điểm 1,00 của 1,00

In this exercise, you can use implemented functions in *previous question* (if needed) and implement these following functions.

```
friend bool checkAuthor(Book book, char* author){}
```

In the authors attribute, it is possible to have more than one author writing a book together. So authors will have the following format:
"author1, author2, ..., authorN"

The function returns true if the author is on the book's authors list, otherwise it returns false

Note: Both first and last name must match. If only a partial match, the function still returns false

For example:

Test	Result
Book book1("Giai tich 1","Nguyen Dinh Huy, Nguyen Thi Xuan Anh",2000); cout << checkAuthor(book1,"Nguyen Dinh Huy");	1
Book book1("Giai tich 1","Nguyen Dinh Huy, Nguyen Thi Xuan Anh",2000); cout << checkAuthor(book1,"Nguyen Thi Xuan");	0

Answer: (penalty regime: 0 %)

Reset answer

```cpp
1  class Book
2  {
3  private:
4      char *title;
5      char *authors;
6      int publishingYear;
7
8  public:
9      Book()
10     {
11         /*
12          * STUDENT ANSWER
13          * TODO: set zero publishingYear and null pointer
14          */
15         title = nullptr;
16         authors = nullptr;
17         publishingYear = 0;
18     }
19
20     Book(const char* title, const char* authors, int publishingYear)
21     {
22         /*
23          * STUDENT ANSWER
24          */
25         this->title = new char[strlen(title)+1];
26         this->authors = new char[strlen(authors)+1];
27         int i = 0;
28         while(title[i]!='\0'){
29             this->title[i] = title[i];
30             i++;
31         }
32         this->title[i] = '\0';
33         i=0;
34         while(authors[i]!='\0'){
35             this->authors[i] = authors[i];
36             i++;
37         }
```

	Test	Expected	Got	
✔	Book book1("Giai tich 1","Nguyen Dinh Huy, Nguyen Thi Xuan Anh",2000); cout << checkAuthor(book1,"Nguyen Dinh Huy");	1	1	✔
✔	Book book1("Giai tich 1","Nguyen Dinh Huy, Nguyen Thi Xuan Anh",2000); cout << checkAuthor(book1,"Nguyen Thi Xuan");	0	0	✔

Passed all tests! ✔

(Chính xác)

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi **10**

Chính xác

Điểm 1,00 của 1,00

In this exercise, you will implement function **printBook(const Book book)** in **class Printer** to print information of the book. See example for output format (no spaces at the end of each line and no empty lines at the end).

Note: In the authors attribute, it is possible to have more than one author writing a book together. So authors will have the following format: "author1, author2, ..., authorN"

For example:

Test	Result
Book book1("Giai tich 1", "Nguyen Dinh Huy, Nguyen Thi Xuan Anh", 2000); Printer::printBook(book1);	Giai tich 1 Nguyen Dinh Huy Nguyen Thi Xuan Anh 2000
Book book1("Introduction to Algorithms", "Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein", 1990); Printer::printBook(book1);	Introduction to Algorithms Thomas H. Cormen Charles E. Leiserson Ronald L. Rivest Clifford Stein 1990

Answer: (penalty regime: 0 %)

[Reset answer]

```
1   class Book
2   {
3   private:
4       char *title;
5       char *authors;
6       int publishingYear;
7
8   public:
9       Book()
10      {
11          /*
12           * STUDENT ANSWER
13           * TODO: set zero publishingYear and null pointer
14           */
15          title = nullptr;
16          authors = nullptr;
17          publishingYear = 0;
18      }
19
20      Book(const char* title, const char* authors, int publishingYear)
21      {
22          /*
23           * STUDENT ANSWER
24           */
25          this->title = new char[strlen(title)+1];
26          this->authors = new char[strlen(authors)+1];
27          int i = 0;
28          while(title[i]!='\0'){
29              this->title[i] = title[i];
30              i++;
31          }
32          this->title[i] = '\0';
33          i=0;
34          while(authors[i]!='\0'){
35              this->authors[i] = authors[i];
```

```
36              i++;
37          }
```

	Test	Expected	Got	
✔	Book book1("Giai tich 1", "Nguyen Dinh Huy, Nguyen Thi Xuan Anh", 2000); Printer::printBook(book1);	Giai tich 1 Nguyen Dinh Huy Nguyen Thi Xuan Anh 2000	Giai tich 1 Nguyen Dinh Huy Nguyen Thi Xuan Anh 2000	✔
✔	Book book1("Introduction to Algorithms", "Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein", 1990); Printer::printBook(book1);	Introduction to Algorithms Thomas H. Cormen Charles E. Leiserson Ronald L. Rivest Clifford Stein 1990	Introduction to Algorithms Thomas H. Cormen Charles E. Leiserson Ronald L. Rivest Clifford Stein 1990	✔

Passed all tests! ✔

Chính xác

Điểm cho bài nộp này: 1,00/1,00.

Câu hỏi 11

Chính xác

Điểm 1,00 của 1,00

1. In the toy store, all toy has a price. Car toy has a price and color, Puzzle toy has a price and size. We have to implement class CarToy and class PuzzleToy which inherit from class Toy.
2. class ToyBox has a pointer array to store a list of toys (up to 5 items including car and puzzle) and number of items in the box.

Your task is to implement two function addItem(...) in class ToyBox. If successfully added, the function returns the current number of toys in the box. If the box is full, return -1.

For example:

Test	Result

CarToy car(20000,red);
PuzzleToy puzzle(30000,small);
car.printType();
puzzle.printType();
	This is a car toy
	This is a puzzle toy

CarToy car(20000,red);
PuzzleToy puzzle(30000,small);
 	
ToyBox box;
box.addItem(car);
box.addItem(puzzle);
box.printBox();
	This is a car toy
	This is a puzzle toy

Toy* toy = new CarToy(30000,red); toy->printType();	This is a car toy

Answer: (penalty regime: 0 %)

Reset answer

```
1   enum Color
2   {
3       red,
4       green,
5       blue
6   };
7   enum Size
8   {
9       small,
10      medium,
11      big
12  };
13
14  class Toy
15  {
16  protected:
17      double price;
18
19  public:
20      Toy(double price)
21      {
22          this->price = price;
23      }
24
25      virtual void printType() = 0;
26      friend class ToyBox;
27  };
28
29  class CarToy : public Toy
30  {
```

```
31   private:
32       Color color;
33
34   public:
35       CarToy(double price, Color color) : Toy(price)
36       {
37           /*
38            * STUDENT ANSWER
39            */
40           this->color = color;
41       }
42
43       void printType()
44       {
45           cout << "This is a car toy\n";
46       }
47
48       friend class ToyBox;
49   };
```

	Test	Expected	Got	

✔	CarToy car(20000,red);
	PuzzleToy puzzle(30000,small);
	car.printType();
	puzzle.printType();
		This is a car toy
		This is a puzzle toy
			This is a car toy
			This is a puzzle toy
				✔

✔	CarToy car(20000,red);
	PuzzleToy puzzle(30000,small);
	
	ToyBox box;
	box.addItem(car);
	box.addItem(puzzle);
	box.printBox();
		This is a car toy
		This is a puzzle toy
			This is a car toy
			This is a puzzle toy
				✔

✔	Toy* toy = new CarToy(30000,red); toy->printType();	This is a car toy	This is a car toy	✔

Passed all tests! ✔

Chính xác

Điểm cho bài nộp này: 1,00/1,00.

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